

One aspect of the invention is a method for representing a scene (S). The method includes providing a higher-level appearance description of an appearance of geometry in a retained-mode representation (13a, 300). The method also includes traversing the retained-mode representation (13a, 300) to provide a final representation (13b, 310, 320) that can be rendered by a graphics pipeline (17).

1. The first step is to identify the problem or goal. This involves understanding the current situation and what needs to be achieved.